



NTSC U/C

PlayStation®



SCUS-94638
94638



MLB™
2002



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

MLB™ 2002 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. are available:

Within the US: 1-900-933-SONY (1-900-933-7669)

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail (subject to availability) & \$5.00-\$20.00 for card recharge.

Within Canada: 1-900-451-5757

\$1.50/ min. auto hints.

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America, Inc. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support**1-800-345-SONY**

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

989 Sports On-Line**<http://www.989sports.com>**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about 989 Sports.

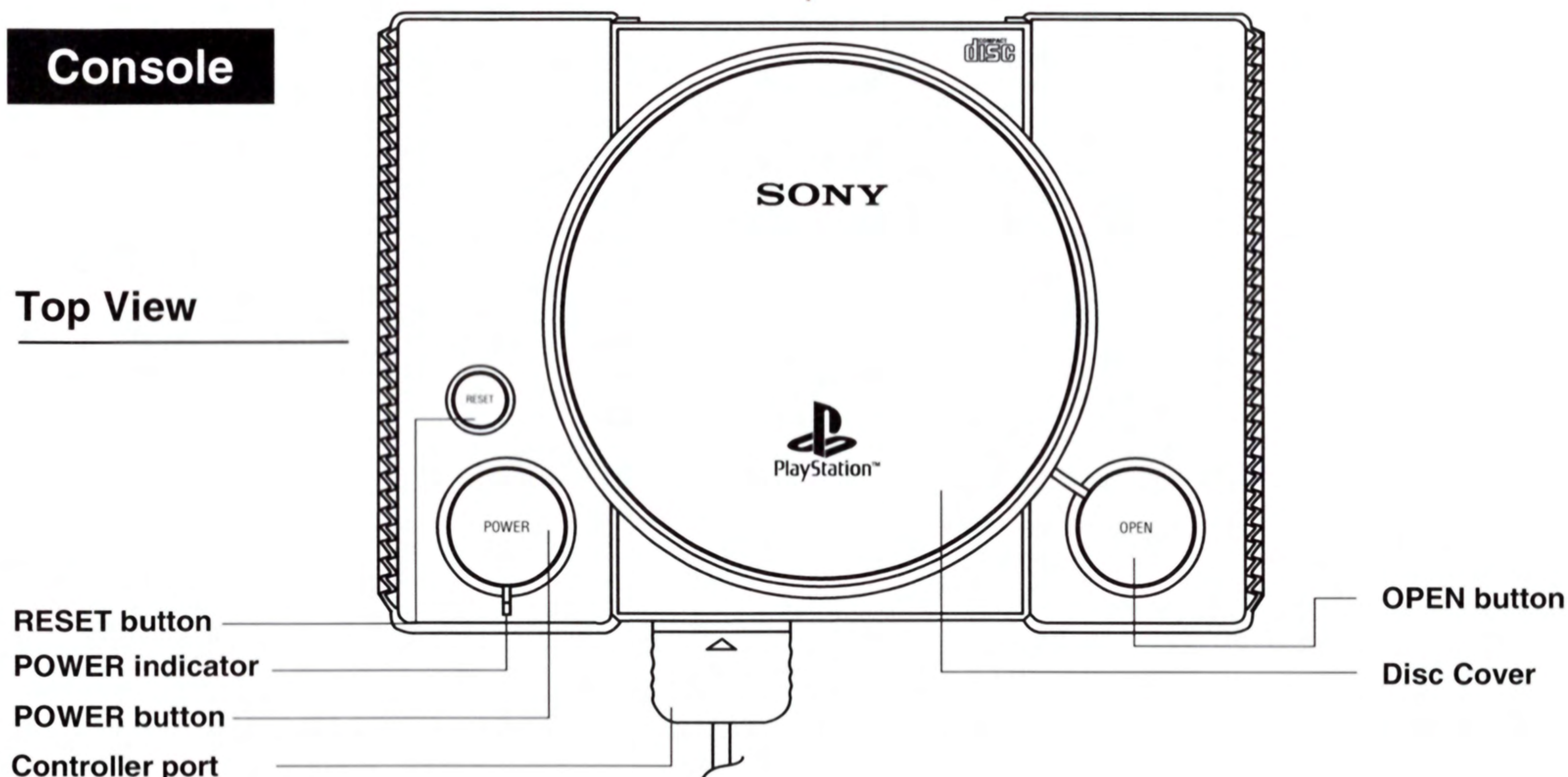
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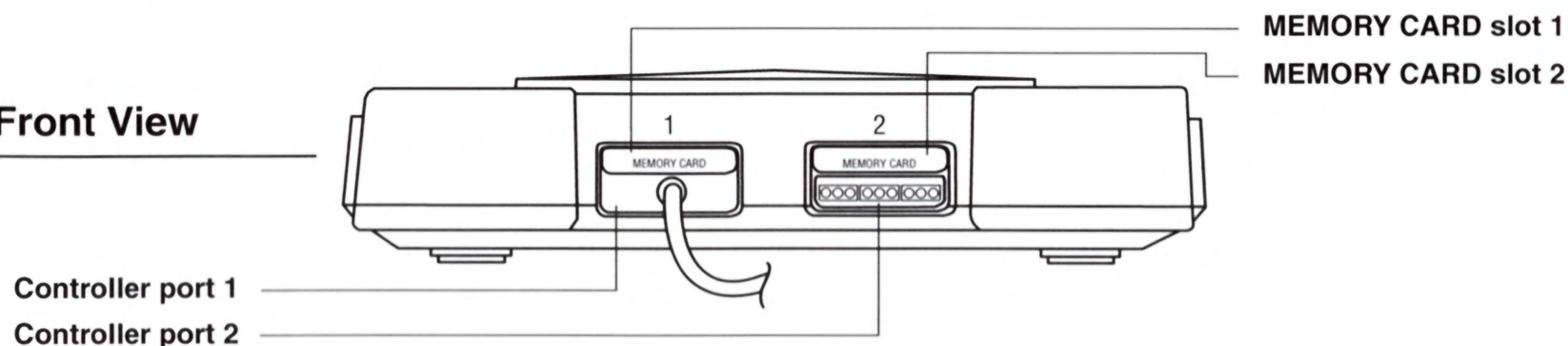
PLAYSTATION® SETUP

Console

Top View



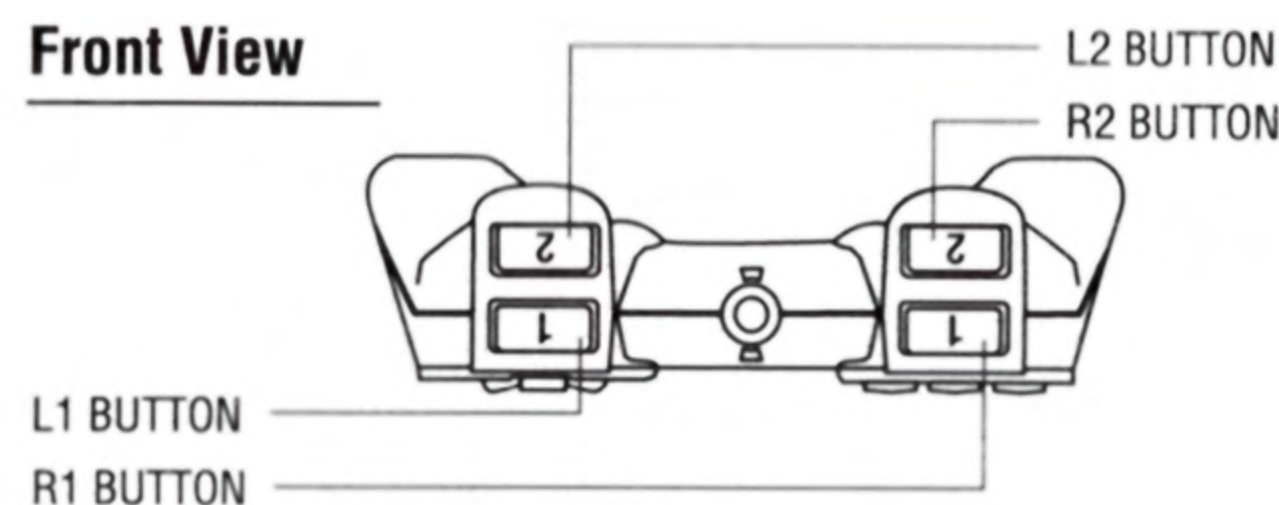
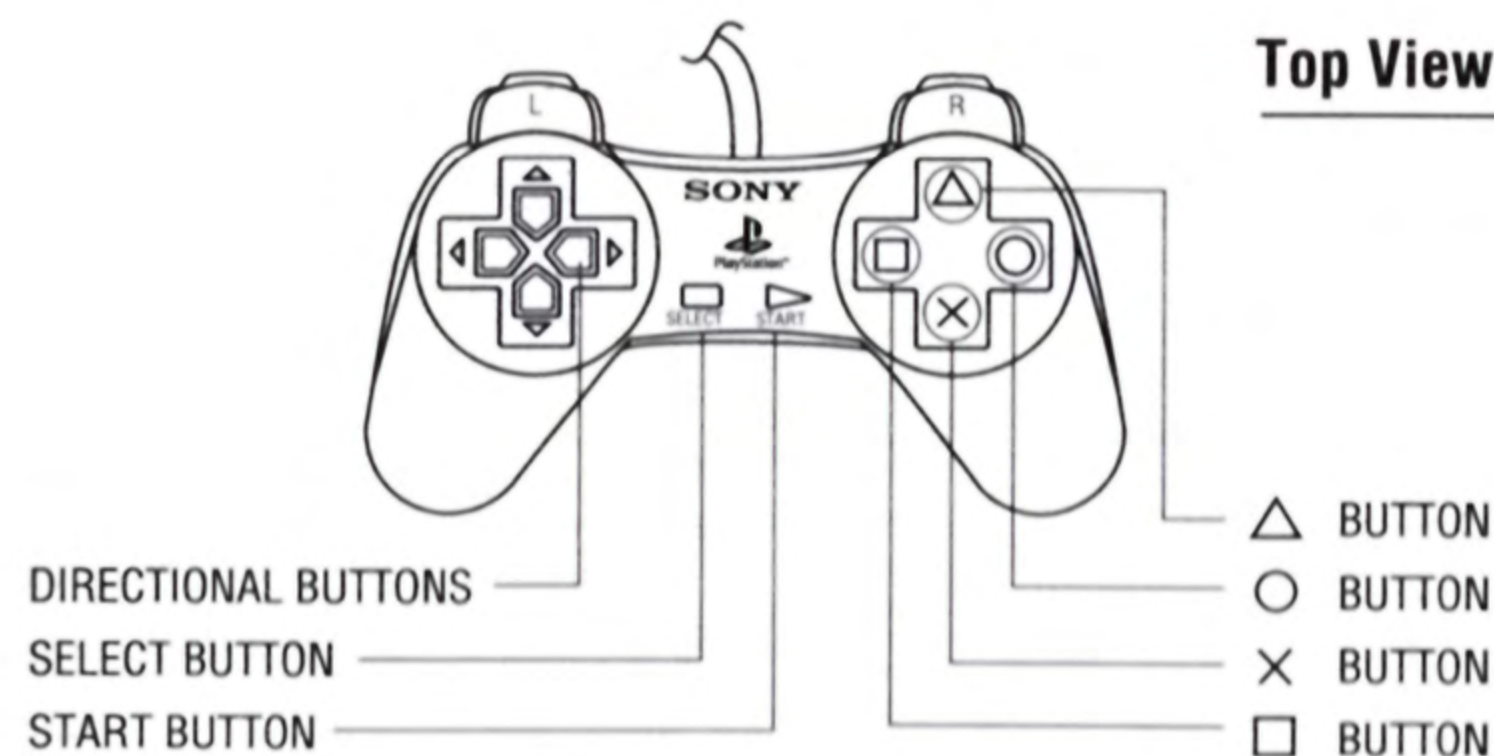
Front View



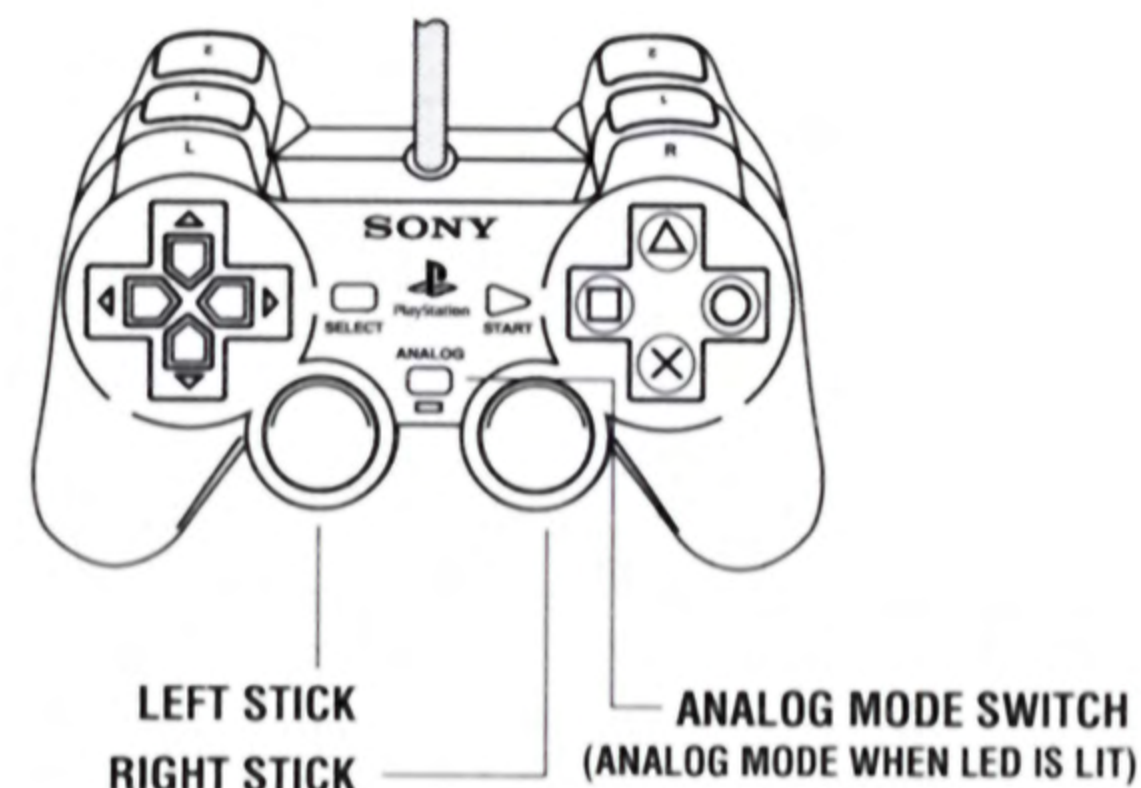
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the MLB 2002 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

Digital Controller



DUALSHOCK™ analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you can save or load a Season, Playoff, or file. MLB 2002 saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Six blocks of memory must be available on your MEMORY CARD in order to save all MLB 2002 game data. One block of memory is required to save user records. If you don't have a MEMORY CARD, all MLB 2002 data will be lost after turning off your PlayStation game console.

GAME CONTROLS

QUICK START CONTROLS

Quick Start Controls provide you with the basic game controls that enable you to start your game without having to learn advanced control combinations.

BATTING

Swing	⊗
Bunt	⊙
Move bat cursor	← / → and ↑ / ↓

PITCHING

Select pitch type	⊗, ⊠, △, or ⊙
Pitch ball	⊗
Adjust pitch location	← / → and ↑ / ↓
Adjust View	 SELECT

FIELDING

Move fielder	← / → and ↑ / ↓
Throw to first base	⊙
Throw to second base	△
Throw to third base / Switch fielder	▣
Throw home	⊗

ADVANCED CONTROLS

BATTING

Hit for average / Hit for power	▣
Move batter in box	R2 + ←, →, ↑, or ↓
Open stance / Close stance	R2 + L1 or L2
Center bat cursor	 SELECT
Move bat cursor	←, →, ↑, or ↓
Pause	 START

BATTING WITH THE BAT CURSOR SET TO OFF

Hit fly ball / Hit ground ball	↑ / ↓
Hit to right side / Hit to left side	← / →

TOTAL CONTROL BATTING

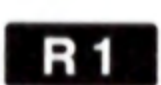
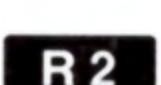
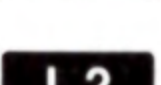
Total Control Batting gives the hitter the opportunity to make perfect contact with the ball by guessing the pitch location and pitch type. When facing a pitcher with a player ranking of 95 or higher, the zones within the pitch location box will increase from four to eight. Use the following controls before the ball is pitched. Holding **L2** freezes the action, giving you a chance to make your guess.

NOTE: The pitch location box will show the pitch history of your at-bat. It will display the pitch locations, number of pitches, and pitch types previously thrown to the batter. Until the first pitch is thrown in a new at-bat, the pitch history will display the pitches thrown during the last at-bat.

Guess a pitch location	L2 + ←, →, ↑, or ↓
Guess a pitch type	L2 + ○, △, □, or ×

A correct guess for a pitch type or pitch location will result in a bigger batting cursor. Guessing the pitch type and location brings up a blinking lock-on indicator, providing extra power. An incorrect guess for a pitch type, pitch location or both will result in a smaller batting cursor.

BASE RUNNING

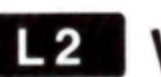
Hit & run / Steal with lead runner	
Steal with any runner	 +  ,  ,  , or 
Lead-off / Back to base	 / 
Return all runners	
Return specific runner	 +  ,  ,  , or 
Advance all runners	
Speed burst	
Stop runners	
Head-first manual slide	
Feet-first manual slide	

PITCHING

After selecting a pitch, pick off base runners using the following controls:

1st base	
2nd base	
3rd base	

FIELDING

Jump	
Speed burst	 +  ,  ,  , or 
Dive	
Change fielder (without ball)	
Throw from knees / Dive catch	In a dive, press base icon
Rob a home run	When near wall, press 
Throw to the cut-off man	
Total Control Fielding (your fielder will make special catches and throws)	Hold  when a ground ball approaches a fielder

QUICK START

Quick Start Games are used to start an Exhibition game quickly with minimal setup of your game. From the Quick Start screen:

- Press  /  to choose a Home or Away team or press  to randomly select teams.
- Press  /  to Skill Level, and then press  /  to make a selection. This will determine each player's ability (i.e., pitching, batting, base running and fielding). The Rookie and Veteran levels should provide an adequate challenge, as the All-Star level provides a much greater test of skill.

- Press **↑** / **↓** to Batting Cursor, and then press **←** / **→** to select Yes or No. The Batting Cursor allows the user to guess the pitch type and/or location. Guessing correctly enables the user to make better contact with the ball. See *Total Control Batting* on page 6 for more information.
- Press **↑** / **↓** to Login User, and then press **←** / **→** to choose a user login name. See *User Records* on page 26 for more information on user login names.
- Press **⊗** to play the game.

SELECT GAME

EXHIBITION

Exhibition games allow you to setup play in a 1-player or 2-player single game format with any team in the American or National Leagues. These games are not recorded in Season standings and game and player stats are not tabulated. Use these games to just have fun and get a feel for the game and the players.

EXHIBITION TEAM SELECT

Use this screen to select teams. To have the CPU choose two teams at random, press **⊙**.

- Press **←** / **→** to choose Home or Away, and then press **↑** / **↓** to choose a team.
- To view the stats of a team, select a Home or Away team, and then press **▣**. Press **△** when finished viewing stats.
- Press **⊗** to continue.
- Press **←** / **→** to assign a controller to a team. To play the CPU and set up a 1-player game, leave one controller image in the center of the screen.
- Press **↑** / **↓** to select a difficulty level. In a 1-player game, the CPU's team will automatically play at the same level as your team.

- Press **⊙** to create Login User Names if you haven't already by choosing User Records from the Main Menu. See *Create Users* on page 26 for more information.
- Once user login names are created, you can assign them to a team by pressing **■**, which will cycle through the available user names.
- Press **⊗** to bring up the Batting Cursor option.
- Press **↑** / **↓** to turn the Batting Cursor ON/OFF. See *Total Control Batting* on page 6 for more information.
- Press **⊗** to continue.

EXHIBITION PREGAME MENU

From the Pregame Menu, use the following menu options to customize your game setup.

PLAY GAME

Selecting this option will start the game.

STADIUM SELECT

Play in any of the League's ballparks or select from a few of the most popular Spring Training sites. Stadiums for Season games are predetermined.

- Press **←** / **→** to choose a division, and then press **↑** / **↓** to choose a team's ballpark.
- Press **⊗** to continue back to the Pregame Menu.

LINEUP

Alter your existing lineup by making changes to player positions, the pitching rotation and the batting order.

To change the batting order:

- Press **■** to toggle between and choose a team.

- Press ← / → to choose a Lineup category.
- Press ↑ / ↓ to highlight a player, and then press ● to mark him.
- Press ↑ / ↓ to highlight a different batting position (player), and then press ● to swap the two players, changing their position in the batting order.

To bring in a player off of the bench:

- Press ↑ / ↓ to highlight a player, and then press ⊗ to mark him.
- Press ↑ / ↓ to highlight a sub, and then press ⊗ to make the switch.

To switch the fielding positions of a player without changing the batting order:

- Press ← / → to choose the Positioning category.
- Press ↑ / ↓ to highlight a player on the field, and then press ⊗ to mark him.
- Press ↑ / ↓ to highlight a different fielding position (player), and then press ⊗ to move the two players to their new positions.

To change the pitching rotation:

- Press ← / → to choose the Pitching Rotation category.
- Press ↑ / ↓ to highlight a player to remove from the rotation, and then press ⊗ to mark him.
- Press ↑ / ↓ to highlight a pitcher in the rotation or from the bullpen, and then press ⊗ to switch the two players.

OPTIONS

Select this menu item to customize the attributes of your game.

PLAYER 1 / 2 LEVELS

The player level will determine the fatigue factor, batting and pitching difficulty, and fielding ability of players. The All-Star level has the most realistic gameplay.

PLAYER 1 / 2 BAT CURSOR

The Bat Cursor is a feature of all difficulty levels. Use it to target the location of the pitch and make contact with the ball. Before the pitcher delivers the ball, the location of the pitch will be shown. Press ←, →, ↑, or ↓ to move the white Bat Cursor over the pitch location. When the ball is in range of the batting area, the white bat-cursor will turn red.

ALTERNATE UNIFORMS

Use Alternate Uniforms to choose uniform styles. If set to AUTO, the CPU makes the choice.

CPU TRADING

With CPU Trading ON, the computer will conduct and control all trades during a Season.

INNINGS

Set the length of the game by choosing the number of innings to play.

DH

To use the American League style of play, use the DH to bolster any team's offensive attack. To let the game determine when the DH is used, select AUTO.

AUTO FIELDING / AUTO SLIDING / AUTO LEAD OFF

With these options set to ON, players will automatically field the ball, slide into bases and lead off from bases.

FIELDING AID

With this option set to ON, the Fielding Aid helps position your fielder to make a play on the ball.

TIME OF DAY

Set the Time of Day of a game. To let the game determine the time, select AUTO.

ERRORS / INJURIES

With these options set to ON, errors and injuries can occur during the game.

WIND / RADAR GUN / DISTANCE METER / CALL TEXT

With these options set to ON, the miles-per-hour of the wind blowing, the speed of a pitch, the distance of home runs and the calls of the umpire will be shown on the screen.

BATTING VIEW / FIELDING VIEW

Set the batting and fielding views of the game screen. Press  to change the Batting View during gameplay or press  and use the Pause Menu to alter the view.

CROWD VOLUME / SOUND EFFECTS VOLUME / ANNOUNCER VOLUME

Use these options to adjust the volume of the crowd noise, the sound effects and the announcer.

ALL-STAR GAME

Play in the All-Star game and enjoy the pageantry and excitement of the mid-season classic. See *Exhibition Team Select* on page 9 for information on the team selection screen.

ALL-STAR PREGAME MENU

From this Pregame Menu screen, use the menu options to customize your game setup. See *Exhibition Pregame Menu* on page 10 for information on repeated menu items.

CREATE TEAM

Create the rosters for the American and National League All-Star teams.

- Press  /  to choose a team.
- Press  /  to select a player to replace on the roster, and then press  to mark him.
- Press  /  to select a different player from a list of players not already on the All-Star team, and then press  to assign him to the roster.

SEASON

Use this option to play in one of the Season formats.

1 PLAYER / 2 PLAYER SEASON

Setup for a 1-Player and 2-Player Season is the same. The only difference is seen at the User Select screens, which are described below.

SINGLE USER / MULTI USER TEAM SELECT

To select teams for a 1-player Season:

- Press **↑** / **↓** to select a team.
- Press **⊗** to bring up the Season options.
- Press **←** / **→** to choose a 14, 29, or 162 game season, and then press **↑** / **↓** to turn the Batting Cursor ON or OFF. See *Total Control Batting* on page 6 for more information.
- Press **⊗** to continue.

To select teams for a 2-Player Season:

- Press **↑** / **↓** to select a team for User 1. To randomly choose teams, press **⊙**. To view the stats of a team, press **▣**.
- Press **←** / **→** to select User 2, and then press **↑** / **↓** to select a team.
- Press **⊗** to bring up the Season options.
- Press **↑** / **↓** to choose an option, and then press **←** / **→** to make a selection. See *Player 1 / 2 Levels* and *Player 1 / 2 Bat Cursor* on pages 11 and 12 for more information. Also see *User Records* on page 26 for more information on login options.
- Press **▣** to choose a 14, 29, or 162 game season.
- Press **⊗** to continue.

SEASON PREGAME MENU

From this Pregame Menu screen, use the menu options to customize your game setup. See *Exhibition Pregame Menu* on page 10 for information on repeated menu items.

ENTER SEASON

Enter Season brings up the Schedule screen with the 2001 team schedule. You can play or simulate any game on the schedule. If a game(s) is simulated down in the schedule, you can still play the game(s) prior to them at any time.

- Press **↑** / **↓** to highlight a game on the schedule, and then press **⊗** to play it.

To simulate a game(s):

- Press **↑** / **↓** to a game on the schedule, and then press **⊙** to bring up simulation options.
- Press **↑** / **↓** to choose an option, and then press **⊗** to simulate.

REALIGNMENT

Use this option to reorganize the teams in each division.

- Press **←** / **→** to choose the American or National League.
- Press **⊙** as many times as you wish to randomly realign each division.
- Press **▣** to select the default alignment of each division.

To custom rearrange each division:

- Press **⊗** to bring up the Team Pool.
- Press **←** / **→** to choose a division.
- Press **↑** / **↓** to select a team, and then press **⊗** to add it to the division. Press **⊙** to delete divisional entries in the order they were added.

GENERAL MANAGER

Perform the duties of your team's General Manager by monitoring the League's status and using your power to alter your team's makeup.

FREE AGENTS

Use the Free Agent Pool to sign one or more players to your team's roster. When making trades with the Free Agent Pool, the trade value of the players involved must equal that of each other.

- Press **↑** / **↓** to select a Free Agent(s), and then press **⊗** to mark him.
- Press **▣** to switch sides, and then press **←** / **→** to select a team.
- Press **↑** / **↓** to select a player(s), and then press **⊗** to mark him.
- Press **⊙** to make the trade, adding a Free Agent(s) to your team.

FARM SYSTEM

The Farm System has two attribute numbers (i.e., 83/88) shown to the right of the player name. The first number represents that player's current estimated ability. The second number represents his estimated ability potential. Farm System prospects are listed in green text and their attribute numbers will change throughout the season. Prospects can be called up to the Majors at any time during the Season or Playoffs. Add up to 7 prospects per roster.

- Press **↑** / **↓** to select a player from the Majors, and then press **⊗** to mark him for a demotion to the farm.
- Press **▣** to switch sides to the farm system roster.
- Press **↑** / **↓** to select a player for promotion to the Majors, and then press **⊗** to mark him.
- Press **⊙** to reassign each player.

TRADE UPDATES

View the history of trades that have taken place over the course of the season.

DISABLED LIST

View the history of injuries that have occurred over the course of the season and the date of each player's return to the lineup.

FRANCHISE MODE

The goal of Franchise Mode is to build a team through Free Agency good enough to win the World Series. You start with a team made up of lower attributed players, and with each win, the team earns points used to obtain franchise players. There is no trading players in Franchise Mode, only acquiring and releasing players. Losing games will result in points being deducted from your pool. See *Exhibition Team Select* on page 9 for information on this screen's options.

SEASON PREGAME MENU

From this Pregame Menu screen, use the menu options to customize your game setup. See *Exhibition Pregame Menu* on page 10 for information on repeated menu items.

FRANCHISE MANAGER

Franchise Manager provides all the information needed in making player transactions.

PLAYER POOL

Use this screen to sell and sign players. You must stay within the salary limits of your team. In most cases, you must first sell a player(s) to have enough room on your roster or under the salary limit to buy a player(s). All purchase attempts can be blocked.

- Press **↑** / **↓** to highlight a player on your roster, and then press **⊗** to sell him. All players sold are added to the Free Agent Pool.
- Press **⊗** to confirm the sale.
- Press **↑** / **↓** to choose a player from the list in the Player Pool, and then press **⊗** to buy him. The player can only be purchased if he plays the same position as the player sold.

To buy a player from the Free Agent Pool without first selling a player:

- Press  to enter the Free Agent Pool.
- Press  /  to choose a player position.
- Press  /  to select a player from the pool, and then press  to buy him.

FRANCHISE INFO

View your franchise's win/loss record, what type of streak your team is on, the value of your team and the roster number. Keep track of your team's status as the Season unfolds.

MANAGER MODE

Manager Mode allows you to play a Season as a manager, not a player. You'll manage your team's starting lineups, pitching changes and substitutions while the computer plays the game for you. See *Exhibition Team Select* on page 9 for information on this screen's options.

CONTINUE SEASON

Resume a baseball Season at the next scheduled game. To use the Continue Season option, you must have already started a new Season or saved the Season on a MEMORY CARD. You can play the next scheduled game or skip to a different game further down on the schedule.

PLAYOFFS

Bypass a regular Season and go straight to the Playoffs. See *1-Player / 2-Player Season* on page 14 for more information on how to setup a 1-Player or 2-Player Playoff game.

1 PLAYER / 2 PLAYER PLAYOFF

Try to make it through each round of the Divisional Playoffs to reach the World Series. See *Single User / Multi User Team Select* on page 14 for more information. The setup for the Playoffs is exactly the same as setting up a Season. Note that the Playoff length of 1-1-1 is a “Single Elimination” format and the length of 5-7-7 is a “Best of Series” format.

PLAYOFF TEAMS

Setup the Playoffs by choosing the teams for each matchup.

- Press **↑** / **↓** to select a playoff bracket for your team, and then press **⊗**.
- Press **↑** / **↓**, and then **←** / **→** to select playoff brackets and teams for the remaining American and National League playoff slots. To select Playoff teams randomly, press **⊙**.
- Press **⊗** to enter the Playoffs Menu.

ENTER PLAYOFFS

Here you can view the Playoff brackets and check the scores of the games played. All Playoff brackets can be simulated to quicken the road to the World Series.

- To simulate a game, press **↑**, **↓**, **←**, or **→** to move to a bracket, and then press **⊙**.
- Press **↑** / **↓** to choose a simulation option, and then press **⊗** to simulate.
- To begin or resume a Playoff game, press **↑**, **↓**, **←**, or **→** to the bracket of your team, and then press **⊗**.
- To view the scores of a series, press **↑**, **↓**, **←**, or **→** to a bracket, and then press **▣**.

WORLD SERIES

Play in the World Series without having to go through a Season or the Playoffs. See *1-Player / 2-Player Playoff* above for more information.

CONTINUE PLAYOFF

Continue your run in the Playoffs at the next scheduled game. To play in a continued Playoff series from a MEMORY CARD, the file must be loaded prior to making this selection. You can also get to the Playoffs by finishing a Season.

SPRING TRAINING

Create a top prospect and try to make a 25-man Major League roster by earning 50 status points. Play at a Major League level or your player will be sent down to the farm. Earn 100 MLB status points during a 162-game season and your player will make the All-Star team.

NOTE: If a player is sent back down to the farm system for failing to play at a Major League level, he can work his way back up to the Majors by performing well in extended Spring Training games.

NEW SPRING

Create a player to add to your Spring Training roster. Earn ability and status points throughout Spring Training to help propel him up to the Major Leagues.

TRADE ROOKIE

To place your prospect on a roster, you must replace a current player by making a trade.

- Press ← / → to choose a team.
- Press ↑ / ↓ to select a player to replace on the roster.
- Press ⊗ to replace the player on your roster with your prospect.
- Press ⊗ to bring up Spring Training options.
- Press ← / → to choose a Spring Training Length, and then press ⊗ continue.

SPRING TRAINING PREGAME MENU

From this Pregame Menu screen, use the menu options to customize your game setup. See *Exhibition Pregame Menu* on page 10 for information on repeated menu items.

STATUS

Keep track of the status of your prospect to see how far he is from reaching the Major Leagues. You need 50 points to reach the Majors. You must maintain Major League or All-Star status or you will be sent back to the farm and your Season will end.

To alter your player's abilities:

- Press **↑** / **↓** to select an ability, and then press **←** / **→** to raise/lower the ability level. Ability points can only be raised if there are points available.

To view your player's stats:

- Press **■** to switch to Statistics.
- Press **↑** / **↓** to view the entire list of stats.

CONTINUE SPRING

Continue Spring Training at the next scheduled game.

MEMORY CARD

The MEMORY CARD screen allows you to load Spring Training games from your MEMORY CARD. See *MEMORY CARD* on page 27 for more information.

HOME RUN DERBY

Play in the Home Run Derby and see if you have what it takes to slug it out with power hitters from around the League. Created players can also participate in the Derby.

- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to highlight a player, and then press **■** to add him to the lineup. Press **●** to delete players from the lineup in the order that they were added.
- Press **⊗** to bring up the Controller screen.
- Press **↑** / **↓** to highlight a player, and then press **←** / **→** to assign a controller to him.
- Press **⊗** to continue.
- Press **←** / **→** to choose the number of outs a batter gets, and then press **⊗** to enter the Pregame Menu. See *Exhibition Pregame Menu* on page 10 for more information.

ROSTERS

Use Rosters to make changes to a team's lineup. You can also set up trades of individual players and free agents.

NOTE: Any change to your roster will alter your team's lineup. Be sure to check your lineup after a roster move to approve or adjust any changes to it.

TRADE PLAYERS

Make a trade to fill a hole in your lineup or cut unproductive players by releasing them. Trading players can be done on a one-for-one basis or by equaling a player's trade value with more than one player from the other team. Players released by the team will enter the Free Agent Pool.

- Press **←** / **→** to select a team for the trade.

- Press **↑** / **↓** to select the player(s) to be traded, and then press **⊗** to mark him. Keep track of the trade value of selected players, which is shown below the team roster.
- Press **⊞** to switch sides, and then press **←** / **→** to select another team for the trade.
- Press **↑** / **↓** to select a player(s) to trade for, and then press **⊗** to mark him.
- Press **⊙** to make the trade, and then press **⊗** to complete the transaction.

To release players from your roster:

- Press **←** / **→** to select a team.
- Press **↑** / **↓** to select the player(s) to release, and then press **⊗** to mark him.
- Press **⊙** to release the player(s), and then press **⊗** to release him.

CREATE PLAYER

Create a player that can dominate the League. Or create yourself by using your physical makeup and abilities. A created player enters the Free Agent Pool where he then can be picked up in a trade. You can create up to 24 players.

- Press **←** / **→** to select a player number.
- Press **↑** / **↓** to highlight the First and Last name option.
- Press **⊗** to edit the name and bring up the alphanumeric chart.
- Press **↑**, **↓**, **←**, or **→** to highlight a letter or number, and then press **⊗** to enter it. To delete a letter or number or to add a space, highlight the back or forward arrow and press **⊗**.
- Spell out a name, and then press **△** to exit the chart.
- Press **↑** / **↓** to any player attribute, and then press **←** / **→** to make a selection.
- Press **⊞** to alter your player's batting. You can press **⊞** to return to the Name category.
- Press **↑** / **↓** to choose a batting category, and then press **←** / **→** to make a selection or to raise/lower the hitting levels.

- Press ↑ / ↓ to choose a player's overall abilities, and then press ← / → to raise/lower point totals. There are 236 ability points to distribute among your player's categories.
- Press ⊗ to create your prospect.

To create a pitching prospect, from the ability categories on the right part of the screen:

- Press ⊗ to bring up pitching categories.
- Use the information above to alter your pitcher's attributes and abilities.
- Press ⊗ to create your pitcher and place him into the Free Agent Pool.

DRAFT

Players are drafted at 10 pitching positions and 15 fielding positions. Manually draft each position or have the computer hold an Auto Draft by pressing ⦿. The draft will go 25 rounds.

There are four salary cap point options you can choose from: 14, 16, 18 or 20 thousand. A preset time limit is associated to each salary cap limit. Selections must be made within one of the following time frames: 60, 45, 30 or 15 seconds.

- Press ↑ / ↓ to select Team 1. To have the CPU choose two teams at random, press ⦿. To view the stats of a team, press ▣.
- Press ← / →, and then press ↑ / ↓ to select Team 2.
- Press ⊗ to continue.
- Press ← / → to designate your controller to a team.
- Press ↑ / ↓ to select a salary cap limit, and then press ⊗ to continue.
- Press ⊗ to start the draft. If you want to shuffle the order of the draft before you begin, press ⦿.
- Press ⊗ to start the draft.

During the draft:

- Press ◀ / ▶ to draft from the different positions.
- Press ↑ / ↓ to highlight an available player, and then press ✕ to select him.
- Press □ during the draft to review your picks.
- Continue this process until the draft is complete. At any time during the draft, press ● to have the CPU hold an Auto Draft.
- When the draft is complete, press ◀ / ▶ to view the rosters of each team.
- Press ✕ to accept the rosters or ▲ to reject them.

FREE AGENTS

Follow the instructions under *Trade Players* on page 22 to add free Agents to your roster.

PLAYER CARDS

View the stats and attributes of each player in the Majors.

- Press ↑ / ↓ to select a team.
- Press ◀ / ▶ to select a player, and then press ● to view his stats and attributes.
- Press ↑ / ↓, and then press ◀ / ▶ to scroll through the entire list of stats and attributes.

RESET ROSTERS

Restore all rosters to their original setup.

USER RECORDS

User Records is a way to keep track of player stats. By selecting a team and assigning one of the user names that you have created to it, your game skill will be determined by the outcome of each player's stats. After each game, view player stats to see if your user's players appear as statistical leaders. Your user name will be shown next to each player on the list from your team. You can also save your user records to the MEMORY CARD. See *MEMORY CARD* on page 27 for more information.

CREATE USERS

Create up to eight users.

- Press **↑**, **↓**, **←**, or **→** to select a user number.
- Press **⊗** to edit a name.
- Press **←** / **→** to highlight a letter, and then press **↑** / **↓** to select a new letter.
- Press **△** when you are done editing a user name. To delete a user name, select the user name and press **■**.
- Press **△** again to exit the screen.

PLAYER / USER VS. USER

View the player records at the completion of 1-player and 2-player games. In a 2-player game, tag both players with a different user name and compare User vs. User game statistics.

MEMORY CARD

Use the MEMORY CARD to Load, Save and Delete files.

To Load or Delete a file:

- Return to the Main Menu and select MEMORY CARD. To swap MEMORY CARD slots, press .
- Press  /  to select Load or Delete.
- Press  /  to select a file to load or delete, and then press .
- Press  to Load or Delete the file or  to cancel.

To save a Season or Playoff game:

- Return to the Main Menu and select MEMORY CARD.
- Press  /  to select Save.
- Press  to activate the alphanumeric chart.
- Press , , , or  to highlight a letter or number, and then press  to enter it. To delete a letter or number or add a space, highlight the back or front arrow and press .
- Spell out a name, and then press  to exit the chart.
- Press  to save the file or  to cancel.

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SENIOR PROGRAMMER

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PROGRAMMERS

Dan Enfield and Lee Blum

LEAD ARTIST

Kevin McMahon

ARTISTS

Tom Chung, Paul Hailey, Adam McMahon and Shawn Robles

SENIOR PRODUCER

Chris Cutliff

ASSOCIATE PRODUCER

Chris Gill

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CG SUPERVISOR

Bob Estus

EDITING / COMPOSITING SUPERVISOR

Jeff Vargas

CINEMATIC PRODUCTION COORDINATOR

Gina Cafasso

VIDEO PRODUCTION ASSISTANTS

Don Lacy and Aaron McFarland

LEAD PRE-VISUALIZATION ARTIST

Ron Padua

PRE-VISUALIZATION ARTIST

Steve High

CG ARTISTS

Jung Yoon Choi, Terry Hoganson and Bill Johnston

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LICENSING MANAGER

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DOCUMENTATION & LAYOUT

David Lovalvo

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